| WSB University | | | | | | | |
|----------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------|-------------------------------|-------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------|--|--|
| Field of study: Management | | | | | | | |
| Course: Project management methodologies and models | | | | | | | |
| Educational profile: General | | | | | | | |
| Education level: II -cycle studies | | | | | | | |
| Number of hours per semester | 1 | | | 2 | | | |
| | I | | | III | IV | | |
| Full -time studies (L/C/lab/pr/e) | | 12 | | | | | |
| Part-time studies (L/C/lab/pr/e) | | | | | | | |
| CLASS LANGUAGE | English | | | | | | |
| LECTURER | mgr inż. Dawid Jurczyński | | | | | | |
| FORM | Classes | | | | | | |
| COURSE OBJECTIVES | The Project Management Methodologies and Models course is designed to equip students with both theoretical and practical competencies in modern project management approaches. Through interactive labs and simulations, students will gain hands-on experience with traditional and Agile methodologies, fostering teamwork, analytical thinking, and workflow optimization skills. | | | | | | |
| Reference to learning outcomes | Description of learning outcomes | | | | | | |
| Field-related learning outcome EFMD | Description of learning outo | comes | Teaching and learning methods | | Verification of learning outcomes | | |
| Knowledge | | | | | | | |
| Business Analysis and Research Methods LO4 | Students know and understand fundamental project methodologies and models, including Waterfall, Agile, Scrum, and Kanban. They have a foundational understanding of project lifecycles and decision-making in various models. | | - Proc | s-on Kanban Flow simulation ess optimization experiments | - Kanban performance analysis report | | |
| Intercultural Communication and Interpersonal Skills LO7 | Students demonstrate in-depth knowledge of strategies, methods and tools to effectively exchange information and collaborate with individuals from different cultural backgrounds. They recognise cultural norms, values, communication | | in mixe negot | Tale Game: role-play d "cultural" teams iating user-story priorities nip Game: individual | - Reflective report: recounting game experiences and insights on intercultural communication | | |

| LO8 LO9 | styles, and business etiquette. Students understand how cultural factors affect decision-making, hierarchy, and risk-taking helps project managers adapt their leadership and communication styles. Additionally, they know strategies to negotiate contracts or agreements across different cultural contexts | and group reflection on failure cases in international teams | - Assessment of participation and quality of contributions in debriefings | | | | |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--|--|--|--|
| | Skills & Attitudes | | | | | | |
| Business Analysis and Research Methods LO4 | Students can critically analyze project management frameworks, assess their efficiency, and utilize digital tools (e.g., Scrum Open Assessments, Kanban Flow Simulation) to measure project performance | - Hands-on Kanban Flow simulation - Process optimization experiments | - Kanban performance analysis report | | | | |
| Intercultural Communication and Interpersonal Skills LO7 LO8 LO9 | Students possess skills to analyse cultural barriers and their impact on project success. They can develop an attitude of openness and empathy when interacting with team members from diverse backgrounds. Students are able to cultivate negotiation and mediation competences through practical scenarios | - Scrum Tale Game: role-play in mixed "cultural" teams negotiating user-story priorities - Failowship Game: individual and group reflection on failure cases in international teams | - Reflective report: recounting game experiences and insights on intercultural communication - Assessment of participation and quality of contributions in debriefings | | | | |
| Digital Skills and the Use of ICT LO16 LO17 LO18 | Students can apply digital project management tools to track workflows, optimize efficiency, and visualize project progress using Kanban methodologies. | - Hands-on Kanban Flow simulation - Process optimization experiments | - Kanban performance analysis report | | | | |
| PREREQUISITES | Basic Management Knowledge - Understanding of fundamental management principles, such as planning and organizing tasks. English Language Proficiency - Intermediate level (B1 or above) to follow course materials and participate in discussions. Teamwork Skills - Experience in collaborating within a team environment, including communication and role delegation. | | | | | | |
| Full- time Participation in lectures = Participation in classes = 12 Preparation to classes = 10 Preparation to lectures = Preparation to an examination = 15 Project tasks = e-learning = Credit/examination = 3 others (indicate which) = 10 TOTAL: 50 ECTS points: 2 | | Part-time Participation in lectures = Participation in classes = Preparation to classes = Preparation to lectures = Preparation to an examination = Project tasks = e-learning = Credit/examination = others (indicate which) = TOTAL: ECTS points: Including practical classes: | | | | | |

COURSE 1. Introduction to Project Management CONTENT Overview of project management methodologies and models. (Division into Key differences between traditional and agile approaches (Waterfall vs. Scrum/Kanban). contact hours Understanding project phases and their relevance to methodologies. and e-learning) 2. Traditional Project Management: Waterfall Model Linear workflow and its applications. Strengths and limitations of the Waterfall model. Practical use cases and examples. 3. Agile Methodologies: Scrum Framework Principles and core values of Scrum. Roles in Scrum: Product Owner, Scrum Master, Development Team. Sprint planning, reviews, and retrospectives. Case study: Application of Scrum in software development projects. 4. Agile Methodologies: Kanban Framework Principles of Kanban: Visualizing work and limiting WIP. Setting up and managing a Kanban board. Identifying bottlenecks and improving flow. Hands-on simulation using Kanban Flow tools. 5. Comparative Analysis of Methodologies Key similarities and differences between Waterfall, Scrum, and Kanban. Criteria for selecting the right methodology based on project type. Advantages and challenges of each approach. 6. Workflow Optimization and Task Management Techniques for identifying inefficiencies in workflows. Practical methods for limiting WIP and optimizing task flow. Team roles and their impact on efficiency. 7. Failure Management in Projects Common causes of project failures. Tools for root cause analysis (e.g., Ishikawa diagram). Strategies for recovery and continuous improvement. 8. Team Collaboration and Communication Roles and responsibilities in project teams. Effective communication practices in agile projects. Managing cross-functional and remote teams. 9. Practical Simulations and Exercises Scrum Tales Game: Role-playing and sprint execution. Kanban Flow simulation: Workflow analysis and optimization. Debriefing sessions to reflect on teamwork and outcomes. LITERATURE 1. "Scrum: The Art Doing Twice the Work in Half the Time" (compulsory Autor: Jeff Sutherland "Kanban: Successful Evolutionary Change for Your Technology **Business**" reading) 2. Autor: David J. Anderson Kanban" 3. "Agile **Project** Management with Autor: Eric Brechner 4. "A Guide to the Project Management Body of Knowledge (PMBOK Guide)" Autor: Project Management Institute 5. Effective project management : traditional, agile, extreme, hybrid / Robert K. Wysocki. - 8th ed. -

Indianapolis, IN: John Wiley & Sons, cop. 2019.

New York: Business Expert Press, cop. 2018.

6. Project Management Fundamentals / Amir Manzoor. - United States od America: 2019.

Agile Human Resources: creating a sustainable future for the HR profession / Kelly Swingler. -

| ODTIONAL | | |
|----------------------|-------------------------------------------------------------------------------------------------------------------|--|
| OPTIONAL | "Project Management Methodology: A Practical Guide for the Next Millennium" | |
| LITERATURE | Autor: Jason Charvat | |
| | 2. "Project Management Methodologies: Selecting, Implementing, and Supporting | |
| | Methodologies and Processes for Projects" | |
| | Autor: Jason Charvat | |
| | 3. "Agile Project Management: Creating Innovative Products" | |
| | Autor: Jim Highsmith | |
| TEACHING AIDS | PC, MsTeams, Microsoft 365, source texts and other stuff like videos, pictures, charts, animations etc. | |
| | | |
| | multimedia presentation (ppt) | |
| PROJECT (if | Not applicable. | |
| implemented in | | |
| the framework of | | |
| a classes module) | | |
| | | |
| FORM AND | Completion and submission of all laboratory tasks | |
| CONDITIONS OF | Attendance at least 75% of the class time. | |
| ASSESSMENT | Passing the course based on the assessment of individual laboratory tasks, | |
| | • The condition for obtaining credit is obtaining a positive grade in all forms of assessment provided for in the | |
| CRITERIA FOR | course program, taking into account the quantitative assessment criteria specified in the Framework Student | |
| ASSESSING | Assessment System at the WSB Academy. | |
| ACHIEVED | | |
| LEARNING | | |
| OUTCOMES. | | |

^{*} L-lecture, C- classes lab- laboratory, pro- project, e- e-learning